

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An image processing apparatus that displays on a display an image in which an operating object appearing in a virtual three-dimensional space is seen from a predetermined viewpoint location, comprising:

an operation controller operated by a player;

[[a]] selecting ~~mechanism~~ programmed logic circuitry for selecting the operating object appearing in said virtual three-dimensional space, out of a plurality of the operating objects different in size, based on an operation of said operation controller;

[[a]] viewpoint-location setting ~~mechanism~~ programmed logic circuitry for setting the viewpoint location in correspondence with said operating object selected by said selecting ~~mechanism~~ programmed logic circuitry; and

[[an]] image displaying ~~mechanism~~ programmed logic circuitry for displaying a three-dimensional image including said operating object based on said viewpoint location set by said viewpoint-location setting ~~mechanism~~ programmed logic circuitry,

wherein said viewpoint-location setting programmed logic circuitry sets the viewpoint-locations in such a manner so that each of operating objects selected by said selecting programmed logic circuitry is displayed to have approximately the same size.

2. (Currently Amended) An image processing apparatus according to claim 1, further comprising:

viewpoint-location-data storing locations for storing each viewpoint location data correlated with each of said plurality of the operating objects; wherein

said viewpoint-location setting ~~mechanism~~ programmed logic circuitry reads out from said viewpoint-location-data storing locations said viewpoint location data corresponding to said operating object selected by said selecting ~~mechanism~~ programmed logic circuitry to set said viewpoint location.

3. (Currently Amended) An image processing apparatus according to claim 2, wherein each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting ~~mechanism~~ programmed logic circuitry.

4. (Currently Amended) An image processing apparatus according to claim 2, wherein said viewpoint location data includes distance data from a point-of-regard, said viewpoint-location setting ~~mechanism~~ programmed logic circuitry reads out said distance data corresponding to said operating object selected by said selecting ~~mechanism~~ programmed logic circuitry to set said viewpoint location.

5. (Currently Amended) An image processing apparatus according to claim 2, wherein said viewpoint location data includes angle data or height data from the point-of-regard, said viewpoint-location setting ~~mechanism~~ programmed logic circuitry reads out said angle data or said height data corresponding to said operating object selected by said selecting ~~mechanism~~ programmed logic circuitry to set said viewpoint location.

6. (Currently Amended) A storing medium that stores an image processing program to be executed by an image processing apparatus that is provided with an operation controller operated by a player, and displays on a display an image in which an operating object appearing in a virtual three-dimensional space is seen from a predetermined viewpoint location, said image

processing program allows a computer of said image processing apparatus to execute ~~the~~  
~~following steps:~~

~~a selecting step of selecting the operating object appearing in said virtual three-~~  
dimensional space, out of a plurality of the operating objects different in size, based on an  
operation of said operation controller;

~~a viewpoint location setting step of setting the viewpoint location in correspondence with~~  
said operating object selected by said selecting ~~step~~; and

~~an image displaying step of displaying a three-dimensional image including said~~  
operating object selected by said selecting ~~step~~ based on said viewpoint location set by said  
viewpoint-location setting ~~step~~, wherein

said setting the viewpoint-location sets the viewpoint-locations in such a manner so that  
each of operating objects selected by said selecting programmed logic circuitry is displayed to  
have approximately the same size.

7. (Currently Amended) A storing medium that stores an image processing program  
according to claim 6, said image processing apparatus further comprises viewpoint-location-data  
storing locations for storing each viewpoint location data correlated with each of said plurality of  
the operating objects; wherein said viewpoint-location setting ~~step~~ reads out from said  
viewpoint-location-data storing locations said viewpoint location data corresponding to said  
operating object selected by said selecting ~~step~~ so as to set said viewpoint location.

8. (Currently Amended) A storing medium that stores an image processing program  
according to claim 7, wherein

each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting ~~step~~.

9. (Currently Amended) A storing medium that stores an image processing program according to claim 7, wherein

said viewpoint location data includes distance data from a point-of-regard,

said viewpoint-location setting ~~step~~ reads out said distance data corresponding to said operating object selected by said selecting ~~step~~ so as to set said viewpoint location.

10. (Currently Amended) A storing medium that stores an image processing program according to claim 7, wherein

said viewpoint location data includes angle data or height data from the point-of-regard,

said viewpoint-location setting ~~step~~ reads out said angle data or said height data corresponding to said operating object selected by said selecting ~~step~~ so as to set said viewpoint location.